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Degracest Righ Speed WWII Aerial Combate

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#### WARNINGS Read Before Using Your Sega Dreamcast™ Video Game System

#### CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals boether with any minors who will use the Seca Dreamcast before the minor uses it.

#### HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic settores or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday file, such as those in contain flooristion images or visite games. These settores or loss of consciousness may consume may entitle for exemptions are in the certain flashing lights or light patterns that they encounter in everyday file, such as those in contain flooristic visited.

These may occur even if an passent has an expensive season. If you carryone in your family has even had symptoms related to epitopsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

Sega Dreamcast. In all cases, payents should mornfor the use of video games by their children. If any player experiences diziness, blurred vision, eye or musde whitche, loss of consciousness, discrenation, say involuntary movement or convulsion, MMEDIATELY DISCONTINUE USE AND CON-SUIT YOUR DICTOR REFORE RESUMMA PLAY.

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Direamicast.

• Sit a minimum of 6.5 feet away from the betwisson screen. This should be as far as the length of the controllor cable.

Do not play if you are fired or have not had much sleep.

 Make sure the room you are playing in has all the lights on and is well fit.

Make sure the room you are playing in has all the lights on and is well ift.
 Stop playing video games for at least ten to twenty minutes per hour. This will real your eyes, perk, arms and finners so you can continue.

comfortably playing the game in the future

#### OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:
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Store the disc in its original case and do not expose if to high temperatures and humidity.
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PROJECTION IELEVISION WARNING Still pictures or images may cause peramener picture tube damage or mark the phosphor of the CRT. Avoid repealed or extended use of video cames on large-screen proveolion televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-ROM can only be used with the Sego Demonstrat video game system. Durind attempts only the GD-ROM on any other CD project, drong so may claring the headphons and only speakers. They game is bereafed for those play on the Sego Demonstrated open system, only Useshborovic caying, reproduction, rental public performance of this game is a videolor of applicable lows. The characters and events contributed in this carries are surely foliable. All or settled for the excess, lakers or dead, is surely corrected.

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#### Prelude to War



It was a time when countries were expanding their territories, and conflicting principles and ideals would inevitably lead to ruthless bloodshed.

Four major military powers fought for supremacy on four neighboring islands. The island of Blocken belonged to the Germans, Yamato to the Japanese, Trincer to the British, and Valiant to the Americans.

The Germans, obsessed with the thought of global domination, made many attempts to expand into British territory on the island of Trincer.

The British enlisted the aid of the Americans, who held similar beliefs of peace and harmony. When the two powers discovered war was inevitable, they formed the Allied coalition.

The Germans, however, were not without allies of their own: the Japanese. Together they formed the Axis of power.

The fighting escalated into larger buttles as the Germans continued to proceed into British territory. Resilizing the threat the Germans represented, the American army selected the best fighter pilot from each of its units and sent them to add the British on the front line. As the Americans arrive in Trincer they discover the battle has hust begun.

# Setting Up

Iron Aces is a two-player game. Before turning the Sega Dreamoast power ON, connect the controller or other perpheral equipment into control ports of the Sega Dreamoss. Purchase additional controllers (sold separately) to play with two people. Proper game functioning cannot be guaranteed if you use incompatible controllers.

Mover touch the Analog Thumb Fad or Triggers LTR while turning the Sega Dreamast power ON. Doing so may darrupt the controller initialization procedure and result in maifunction. If the Analog Thumb Fad or triggers LTR are accidentally moved while turning the Sega Dreamast, power ON, immediately turn the power OFF and then ON egain making sure not to touch the controller.

#### Visual Memory Unit

With fron Aces, 5 blocks are required to save game files and 5 blocks are required to save the options settings. The options setting with the automatically saved when the options menu is exited. A memory card may be used to store replay files. A replay file will require 8 or more blocks depending upon the length of your mission.

While saving a game file, never turn OFF the Sega Dreamcast power, remove the memory card or disconnect the controller.

#### Reset

To return to the title screen at any point during game play, simultaneously press and noid the A, B, X, Y and Start buttons. This will cause the Seas Dreamcast to soft-reset the software.



#### SEGA DREAMCAST JUMP PACKTM



#### Jump Pack

Iron Aces is compatible with the Sega Jump Pack, which can be phigged into Expansion Slot 2 in a connected controller. When the Jump Pack is inserted into Expansion Slot 1 of the Sega Dreamcast Controller, the Jump Pack connects, but does not lock. If the controller is jarred, the Jump Pack may fall out during game play or oth erwise inhibit game operation.

#### SEGA DREAMCAST CONTROLLER



#### Controller Functions

Aside from the standard functions, many buttons may be combined to perform other maneuvers.

- Y+L+R: Pursuit View Y+X+Analog: Free View Y+ 1: Change View Mode
- Y+ 1: Operate Flaps A+X · Air Brake Y+B: Bomb/Torpedo

#### Piloting Aircraft in Iron Aces

Iron Aces uses the the Analog Thumb Pad to control the steering of the aircraft. Press the the Analog Thumb Pad up to pitch the nose of the plane down, and press the Analog Thumb Pad down to pitch the nose of the plane up. Pressing the Analog Thumb Pad left or right will roll the plane along its axis. To make sharp turns, first roll the plane to one side and pitch the nose upward. This maneuver is good for chasing down enemy craft in the heat of battle. To make very small adjustments use the Triggers L/R to Yaw the plane left or right (respectively). Use the Yaw function when you are trying to aim very precisely at enemy craft. Sometimes during flight it is necessary to fly at slow speeds Using your flaps will enable your craft to fly slower without stalling. 🚡

# Getting Started

Press the Start Button at the title screen to display the main menu

## Starting a New Game

Select NEW GAME

Iron Aces will prompt you to enter a name for your pilot. Use the Sega Dreamcast controller to enter your name, then press the Start Button.

Select either Easy, Normal, or Hard for the game difficulty, followed by either Limited or Unlimited for the amount of ammunition.

A brief description of the background behind the game's story will be shown, after which the game will start.

#### Loading a Game

1. Insert the memory card with the saved file into an Expansion Slot of the connected controller.

- 2. Select LOAD from the title screen, or briefing screen.
- Select the memory card containing the file(s).
- 4. Select the file you wish to load.

#### Options

From the title screen select the OPTIONS menu, or during a game, press the Stark Button to pause the game and display a menu (may not be available in some modes). Different menu items are displayed depending on the mode you are in.

Select OPTIONS to modify display, sound/Jump Pack, and controller settings.

Follow the instructions on the screen to set up the various options. Use up and down on the Directional Button to select an item, then use left and right to modify it.

# Saving a File

you wish to save.

Any time you are in briefing mode, and after completing a mission, you will be able to save your progress in the game.

1. Insert the memory card into an

Expansion Slot of the connected controller.

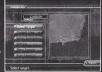
2. Select the memory card to which

Select the file you wish to save
to or overwrite.

To Colors

Annual Page 15 To Colors

Annual



#### VS Mode

VS MODE allows one or two players to compete against each other or the computer in air or naval battles. Competition is between two teams, the Blue Team and the Red Team. You can play in one of three modes, 1P vs. 2P 1P vs. COM, or 1P & 2P vs. COM

Next, select either Air Battle or Naval Battle. In an Air Battle, the object of the game is to shoot down all of the enemy planes. In a Naval Battle, the object of the game is to sink the enemy's aircraft carrier.

A total of up to eight planes can be selected for both of the teams. In other words, the Blue and Red teams can both have from one to seven planes, for a maximum possible total of eight for the entire battle. You can either select identical numbers of up to four planes for each side, and have a fair fight, or handicap one team by giving it less planes than the other team. Sudden death battles between single planes are possible, as are



hugely lopsided battles between one and seven planes

#### Training

This mode will familiarize players with flying an airplane and bomb ing ships. The player will have a number of ships to bomb and must do so while avoiding enemy fire. After all the ships have been destroyed the player will proceed to another area where he/she will have the opportunity to fight many ships at once

#### Screen Explanation

This page describes what is displayed on the screen while your plane is in flight.

#### A: Fuel Indicator

Shows you the remaining fuel for this mission B: Altimeter

Displays your plane's altitude. Keep an eye on this gauge - flying too low or too

high is dangerous. C: Air Speed Indicator Displays your plane's current speed.

and other units

D. Tachometer Displays the RPM of your engine.

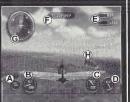
E: Remaining Ammunition

Displays remaining bullets, bombs, and torpedoes F: Target

Displays the name of your current target. Enemies that must be destroyed as part of the conditions for completing your mission are displayed in orange, other

enemies are displayed in white, and allies are displayed in green. G: Nav Map Displays your plane's direction of flight, as well as the position of enemy planes

H. Pursuit Gursor Displays the direction and distance to the target



# Control Contro

# How to Fly Like an Ace

Try your hands on the controls by playing either the training or normal missions while looking over this section and it won't be long before flying your plane is second nature.

#### Altitude

Try raising and lowering the nose of

Jyour sirplane by moving the Analog Taumb Pad up and down. Notice how this affects your altitude as shown in the altimeter (bottom left on yoush, low left pring too low is danger our because your plane may crash, but flying too high davow 8000 m) will make your plane difficult to control. Likewise, if you fly too high above enemy installations, fake will be fined and rip you apart, and flying too low will result in heavy machine gun fire. Always keep an eye on your altimeter.

#### Nav Map and Targeting

Notice as you turn your plane your nav map moves with you.

Always watch your nav map, as you will be able to tell where your enemies are, as well as your friends. Enemy carf and installations that are critical to completing the mission will be displayed in orange. Other enemy craft are displayed in white, and friendly craft are displayed in green. Your current target appears in red. You may switch targets using the 'Select target' command from the pause menu. Remember, though, that the game automatically selects the nearest mission target. Always take out the enemies that are posing the largest threat first.

#### Hot Pursuit

Once a target is selected, a pursuit cursor appears on the screen. This cursor shows the direction to your target, and the distance in meters. Using the pursuit cursor in conjunction with the nav map is a sure fire way to get the drop on your enemies in the air.

#### Speed is What You Need

Often speed is a crucial factor in deglighting, if your plane is traveling too fast, you will not be able to turn sharply and zero in on your target. Bombing can also be very difficult at high speeds. Use the accelerate and decelerate buttons to balance your speed out correctly. This is especially important during pursuit, when you will want to gay within an ortimal stack range of 200-400 meters from your target.

Air braking can also be a useful maneuver. If an enemy plane is behind you, and you'd like to get behind him quickly, execute an air brake and watch him fly by! Then punch your speed up to match your enemy's and blast him away.

#### Dogfighting Tricks and Tactics

Fierce air bathes are a regularity in the world of inon Aose. Just keep your head and you should be fine. If you can see your tarset on your har map, but can't get him on the screen; try looking around your oockpit using the Directional Button. This is also a good way to look at ships or planes flying nearby without starvains off your course.



Learn to analogate your enemy's movements if your target is heading a you dead on, try glowing down and burning into a nagle sheed of his current position. As you slow, he will pass you and you'll end up behind him Also keep in mind when you eith your meanine gan that the buildet travel in a parabolic curve, rather than a straight line, so lead your shots well.

#### Bombing Run!

The basic method of attacking an enemy ship with torpedoes is to fly low and slow. To attack a ship with torpedoes, approach at a speed while a shing, and press the Y + B Buttons simultaneously to drop your torpedo. Firing from close range will give you better odds of hutting the target, but will also make the proof of the property of the proof of the pr



## A Strong Defense...

When defending installations, ships, or bombers try not to stray to far from the pack. Enemy units will try to lure you away so others can go in for the kill, but don't fall for it. If you are defending stationary targets it is best to fly in the direction from which the enemy is coming This yay you can cut them off before they reach your base/vessel.

#### Starting the Mission

The game progresses through a variety of different missions. Before you proceed to your mission you begin in a briefing room. Inside the briefing room you can do a number of thinks.

#### Talk with your flight leader:

Baker, your seasoned flight leader, is always willing to give you some helpful advice. Speak to him before starting

## each mission. View Performance Chart:

View Performance Chart:

Lets the player see his stats for all completed missions.

Load Game:

Load a previously saved game
Save Game:

Save your progress so far. View Briefing:

Informs the player of his goals for the current mission, and instructs the player on how to accomplish them.

Proceed to Wission

eed to Mission: Fly the current mission

#### Selecting Your Plane

After you proceed to your mission you will need to choose a plane to use. Select a plane with the Directional Button, then press the A Button. The recommended plane for the mission is already selected by default, but you may change the plane selection according to your own preferences.



#### Carrying Out the Mission

After committing to a plane you will see a flight some. You vill gain control of your plane after this flight some ends. A brief movie of your plane taking off will be shown, after which the bestie commences. Keep in mind your mission as described in the briefing, and may victory be young.

#### Completing the Mission

After the mission ends, a question will appear asking whether or not you want to return to base. Select 'Yes' to automatically return to base. You can also select 'No' if you want to fly a hot longer, or shoot down some more enamy planes. You can return to base at any time after this point by selecting "Return to Bases" from the names menu.

Before returning to base you are prompted save your game file, view a replay, or save a replay. You may save a replay to your memory card in the same manner as you save a game file. To view your replay, select "Lead Replay File" from the LOAD menu.

#### Your Flight Leader: James Baker

James Baker was originally hoping for a career as a staff officer, but became a pilot when he discovered his love for flying. He is well known for his fearless fighting skills and exacting leadership style, and is in highly respected by his superior officers.

# The Planes of Iron Aces Throughout your missions you will pilot and face many unique aircraft. Here are just a few you will encounter. P-51 Mustane Ju87 Dive Bomber B-29 Heavy Bomber Shinder Huppicane Z-21 Zerr Me 262

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